

Project 5

Team 10

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Game Being Implemented: Game being implemented will be a game called Top Trumps where there are 4 players and each player is assigned 5 cards randomly which do not overlap, each player plays a hand and then cards are compared whoever has the highest card, where ace is the highest and there are also suits that are ranked so Diamonds could be the highest then spades then heart and then clubs, wins that round and then that person goes first the next round, after each round the previously played card is blocked off and then players play a new card till they are all out of 5 cards. Each round point is assigned to whoever wins the round and whoever has the most points after all the hands are played is the winner.

Languages and Framework: Language we currently plan on using is node.js and then

using “mongoui”, which is a framework that will help us create the GUI, based along with it to implement the game. If this seems to be hard or is at a risk of being not done in time, we will revert back to using Java. This will be the most challenging part as to which we are still figuring out the details.

Client Server Relationship: Client and Server relationship will be similar to as how it was for Project 4, but we will limit it to only 4 players like it was in Project 3. So, the tough part will be translating what we did in Java to Node.js which might or might not work well depending on the framework we end up using. But everyone has said this Client Server relationship is easier on Node.js so that’s why we are giving it a try.

Look and Feel: Loop and feel will be something similar to what you see in the online card games, we had the idea to implement the cards using a button and then disabling the buttons after each hand. So, cards on the lower bottom and then scoreboard up top and other relevant information and whatever we deem is necessary s we build the game. So, the look and feel can be improved up on and modified later on after we have made some progress in the logic. We will not be including the port fields or anything like that to save some time. We will also have some sort of textbox on the server that we can use to debug and workout our logical issues. There will also be a textbox on players side where they are notified of who won and who played hand.

